

# AMIGA SHOPPER

## Welcome to the new-look Amiga Shopper Subscribers' newsletter!

Dear Subscriber,

Welcome to the new, improved, subscribers' newsletter. Now washes whiter and gets rid of those tough, difficult to shift stains. Nine out of ten Amigas who expressed a preference said they preferred it! And it won't cost you a penny more!

Ahem. sorry about that. Anyway, this month we have decided to juggle things around a bit. From now on, this letter will contain the details of what's on this month's stunning subscribers' disk, as well as this bit from me. I'll be talking about more or less anything that pops into my head, although I will endeavour to make sure that some of it has something to do with Amigas and *Amiga Shopper*.

For instance, this month we take a detailed look at monitors, which are one of the most important parts of your Amiga. After all, it's all very well having an incredibly powerful computer for DTP or graphics work if all you can see is an image the size of a postage stamp. What's the use of investing in a 24-bit graphics card if the signal it gives out makes your monitor explode or gives you a screen image which bounces around like a hyperactive tigger?

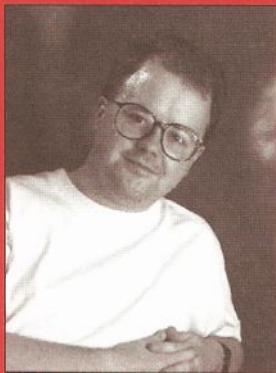
In order that none of these unfortunate things happen to you, we will give you the full lowdown on each monitor, including exactly which machines it will work with and which will complain vociferously if you throw an AGA signal at them. Check out our Supertest which begins on page 10: you might find a few surprises in there.

As you might expect, most of the talk amongst the Amiga community over the last few months has been on the fate of Commodore and the Amiga. There have been few places where this discussion has been more active than the various on-line Amiga conferences. The general consensus has been that the proposed management buy out from Commodore UK will be a good thing, although some people still aren't convinced by the plans of David Pleasance and company at Commodore UK's Maidenhead hideout. Needless to say, the kind of idiotic message I talked about in my editorial for issue 40 still makes the odd appearance.

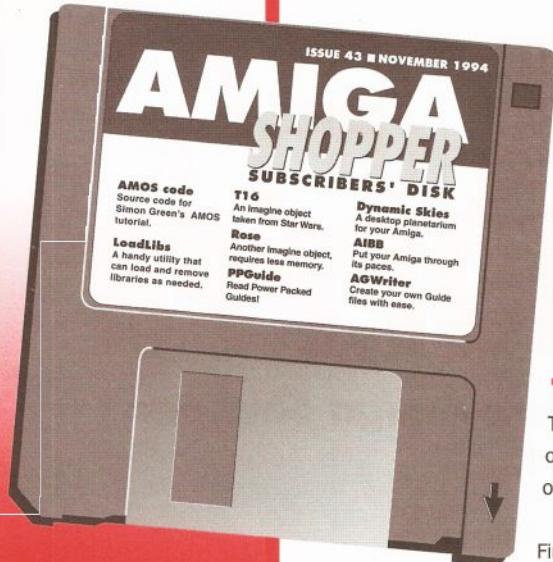
And speaking of the Internet, you will probably have noticed the special preview of the latest launch from Future Publishing inside this envelope. This magazine will tell you all of the things you need to know about the Internet, so don't forget to give the .Net preview a quick look, as it promises to be an excellent magazine. Of course, we will still be covering the Internet in *Amiga Shopper*, but we can't dedicate an entire magazine to it. .Net can, and it's looking good.



Richard Baguley  
Editor



**Richard Baguley** is the  
Editor of *Amiga Shopper*.  
His other habits include  
taking photographs,  
drinking the odd pint of  
Guinness and sleeping as  
much as possible.



And on this issue subs disk we have:

- **AGuide**
- **AGWriter**
- **AIBB**
- **AMOS Code**
- **C Progging**
- **Dynamic Skies**
- **Loadlibrary**
- **PPGuide**
- **Replex**
- **Rose**
- **T16**

**Future**  
PUBLISHING

# Subscriptions

Graeme Sandiford shows you how to use the programs on the disk.

Here are some instructions on how to use the programs on this month's subscribers' disk.

## T16

This is an interesting *Imagine* object created by Michael Hazlett of New Zealand.

Here's how to use the object.

First of all this is a large object that requires about 6Mb to render. It

also makes use of good use of Essence II textures. If you don't have this version of Essence you'll have to remove all the textures. If you are using *Imagine* 2.0 all you have to do is select all the objects and bring up the Attributes requester. Then drop any essence texture that has been applied to an object. If you have *Imagine* 3.0 there is an easier option. Change the attribute of one object and Apply that object's attributes to any others you want to share that texture.

You may also encounter a few errors from *Imagine* when rendering. Don't worry – just click on okay and it should render normally.

## AGWRITER (WB 2+ ONLY)

The AmigaGuide document format has certainly taken off recently. However, creating them can be a bit of a pain, not to say more than a little confusing. There are a few programs in the PD sector that claim to make this task easier. However, *AGWriter* is the first that has actually done the job much better than a standard text editor.

Using the program is very simple. To create a link to a node you must first select a selection of text. This is done in the same manner as an ordinary word processor, by dragging the cursor on the word or sentence that is to act as a link to the node of your choice. To help you navigate the document as you are editing it you can move backwards and forwards or from node to node.

Testing nodes is also easy because you can do so by just double-clicking on it. That's basically how the program works if you encounter any problems or would like to know what else the program is capable of reading the program's Guide file.

## PPGUIDE (WB 2+ ONLY)

Recently I received a request for a program that could read Power Packed *AmigaGuide* documents. With the number of programs that have *AmigaGuide* help files this can help save a considerable amount of hard disk space. As luck would have it *PPGuide* came through post the following morning. *PPguide* can read packed and non-packed guide files with equal ease.

Using the program is easy. To execute it from Shell simple type *PPguide* and the name of the document you wish to view. If you wish to run *PPGuide* from Workbench and the document you wish to view has no default tool, you can select *PPguide* then

shift double-click the document.

## REPLEX

*Replex* is a most useful program that can fool your computer into thinking it is running a requested program when it is, in fact, running another. To use *Replex* simply double-click its icon and a window will appear containing a total of 16 boxes – eight on the left and on the right.

The boxes on the left are where you should enter the names and paths of the programs you wish to substitute. The boxes on the right are for the programs and their paths that you wish to replace those on the left.

That's all you have to do. Because the program also accepts the path that should be taken to find the program it can stop the errors that happen when an icon is searching in the wrong directory for its default tool.

## DYNAMIC SKIES

This is not a particularly new program, but it is one of my favourites. *Dynamic Skies* is a desktop planetarium and in some ways I actually like it better than *Distant Suns*. One of my chief reasons is that it is just so easy to use. In fact, you could get to grips with the program without any help from me.

The only thing you really need to know is that if you click with your left mouse-button on the map then the view will be centred on that point. But, if you click near a star, planet or nebula with your right mouse-button a requester will pop up. By using this requester you can find out more about the object or centre your view on it.

## AIBB

*AIBB* stands for *Amiga Intuition-Based Benchmarks*. It's the program that we use to test the performance of different machines. It's the perfect opportunity to tell your friend how much faster your machine is than theirs. Just run the program, select a test and then sit back and gloat – or cringe.

## AGUIDE

*AGuide* is a replacement for Commodore's *AmigaGuide* program. It has two advantages over *AmigaGuide* – it has file requester support and can open its own screen. Aside from that it works just like Commodore's own program.

## LOADLIBRARY

*LoadLibrary* is a handy program that will help keep your libraries under control. If a program refuses to run from a floppy drive because it is missing a library file you can use *LoadLibrary* to load the necessary library. Once you've finished with the program *LoadLibrary* will delete the unneeded libraries.

To use the program just double-click on the icon and then select the small bar that will appear. You can use the file requester to load the desired library. When you've finished just select Remove and Quit.